

# **OFFENSIVE**

# **OPERATIONS**

# BATTLEFIELD OPERATING SYSTEMS

- Maneuver
- Intelligence
- Fire Support
- Air Defense
- Mobility/Countermobility/Survivability
- Combat Service Support
- Command and Control

# **CHARACTERISTICS OF THE** **OFFENSE**

- Surprise
- Concentration
- Tempo
- Audacity

# ORGANIZATION OF OFFENSIVE BATTLES

- Deep Operations
- Close Operations
- Rear Operations

# PLANNING FOR OFFENSIVE OPERATIONS

- The Deep Attack
- The Main Attack and Main Effort
- The Supporting Attack
- The Reserve
- Follow-and-Support Forces
- Follow-and-Assume Forces
- Reconnaissance and Security Forces

# SYNCHRONIZATION OF OFFENSIVE OPERATIONS

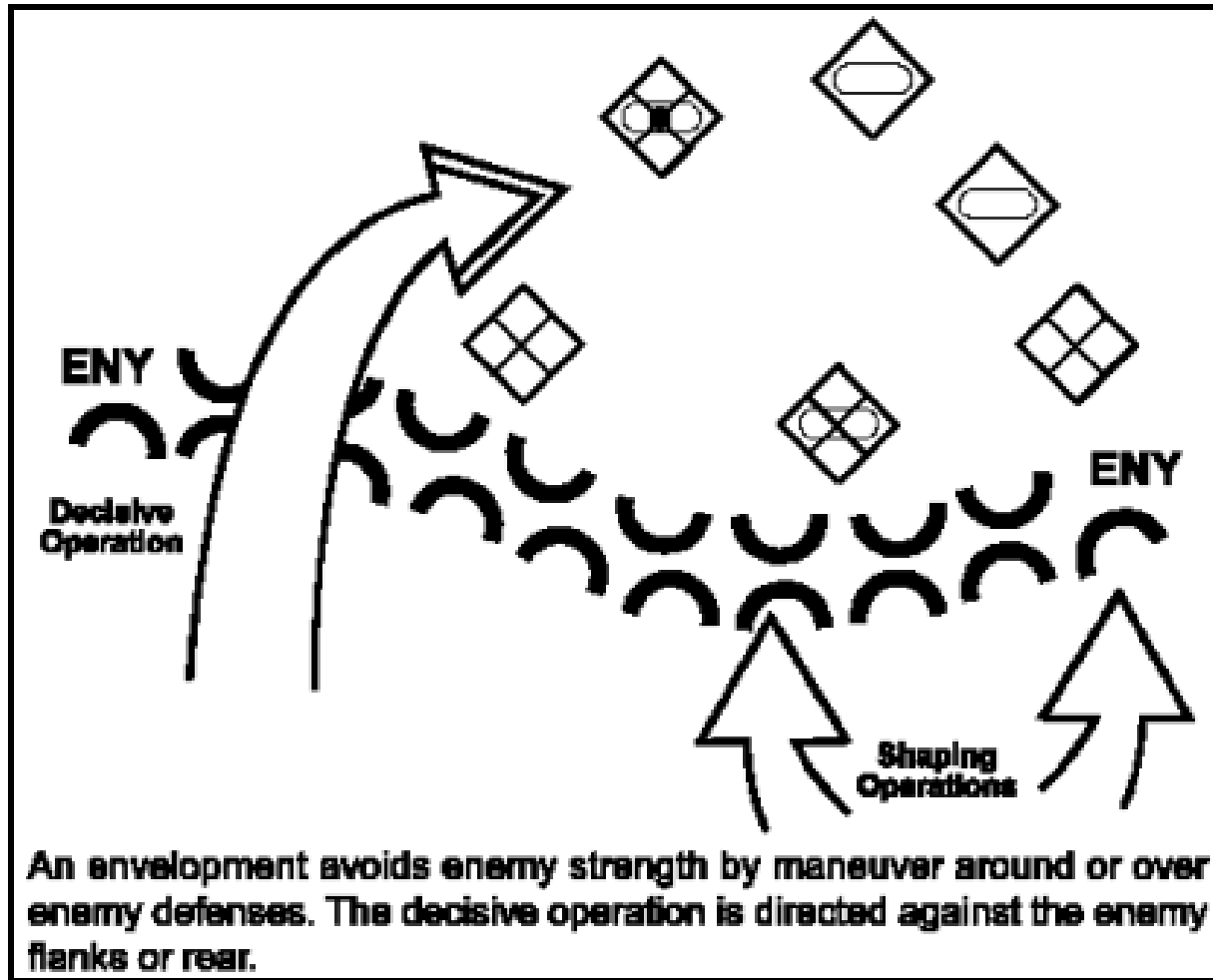
- Intelligence
- Maneuver (Army Aviation)
- Fire Support
- Air Defense
- Mobility and Survivability
- Combat Service Support
- Command and Control

# FORMS OF OFFENSIVE MANEUVER

- Envelopment**
- Turning Movement**
- Infiltration**
- Penetration**
- Frontal Attack**

**FM 3-0, para. 7-30**

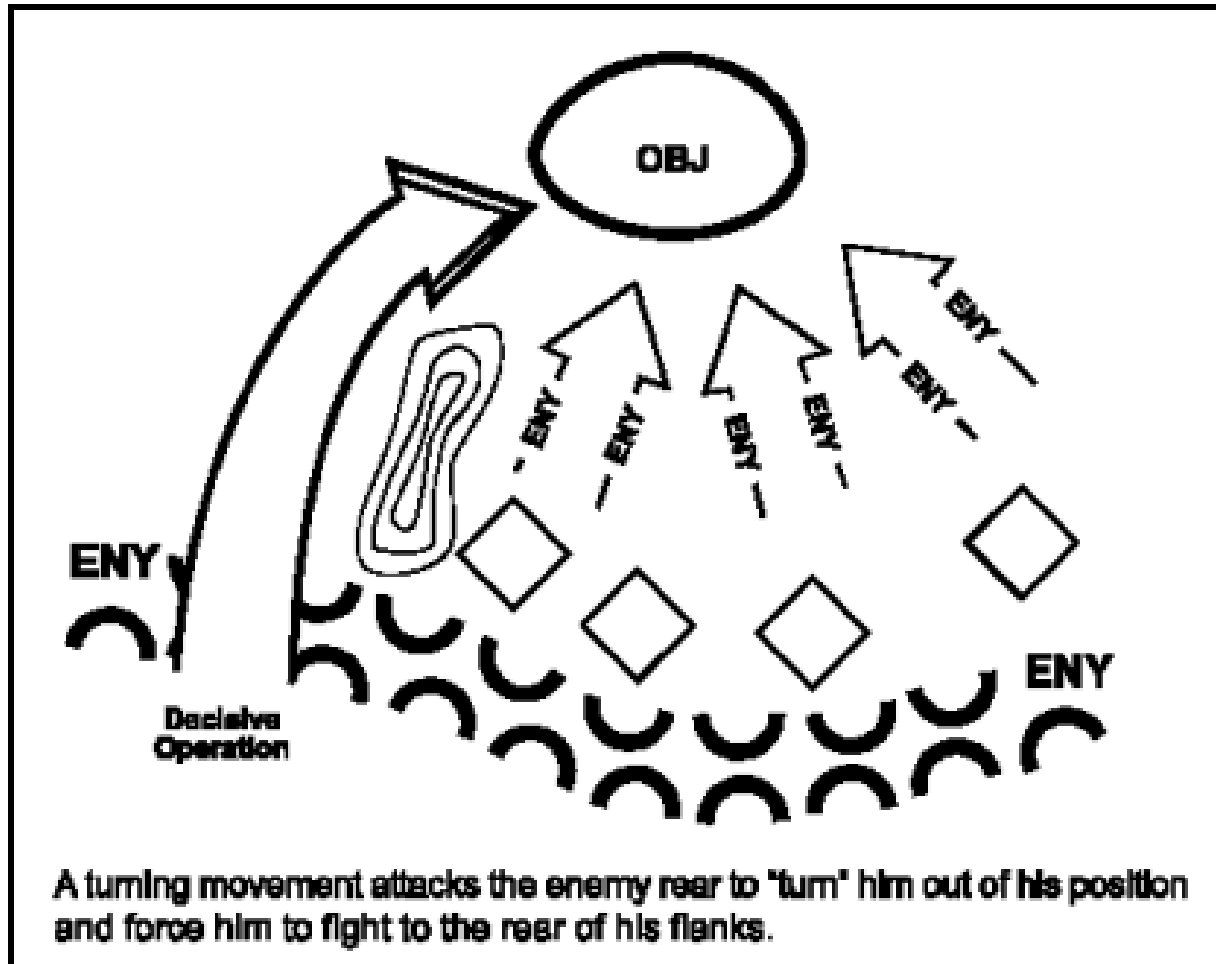
# ENVELOPMENT



FM 3-0, para. 7-

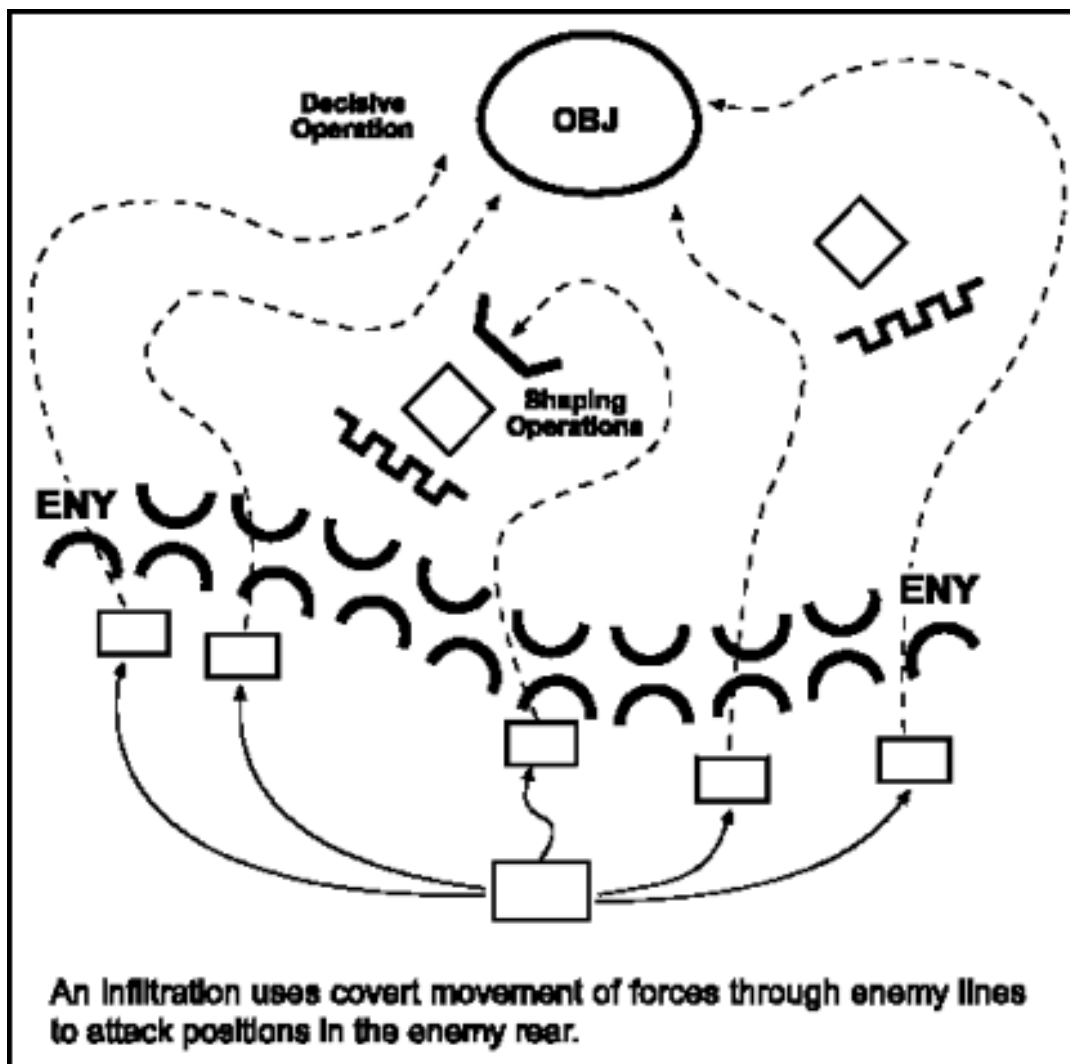


# TURNING MOVEMENT



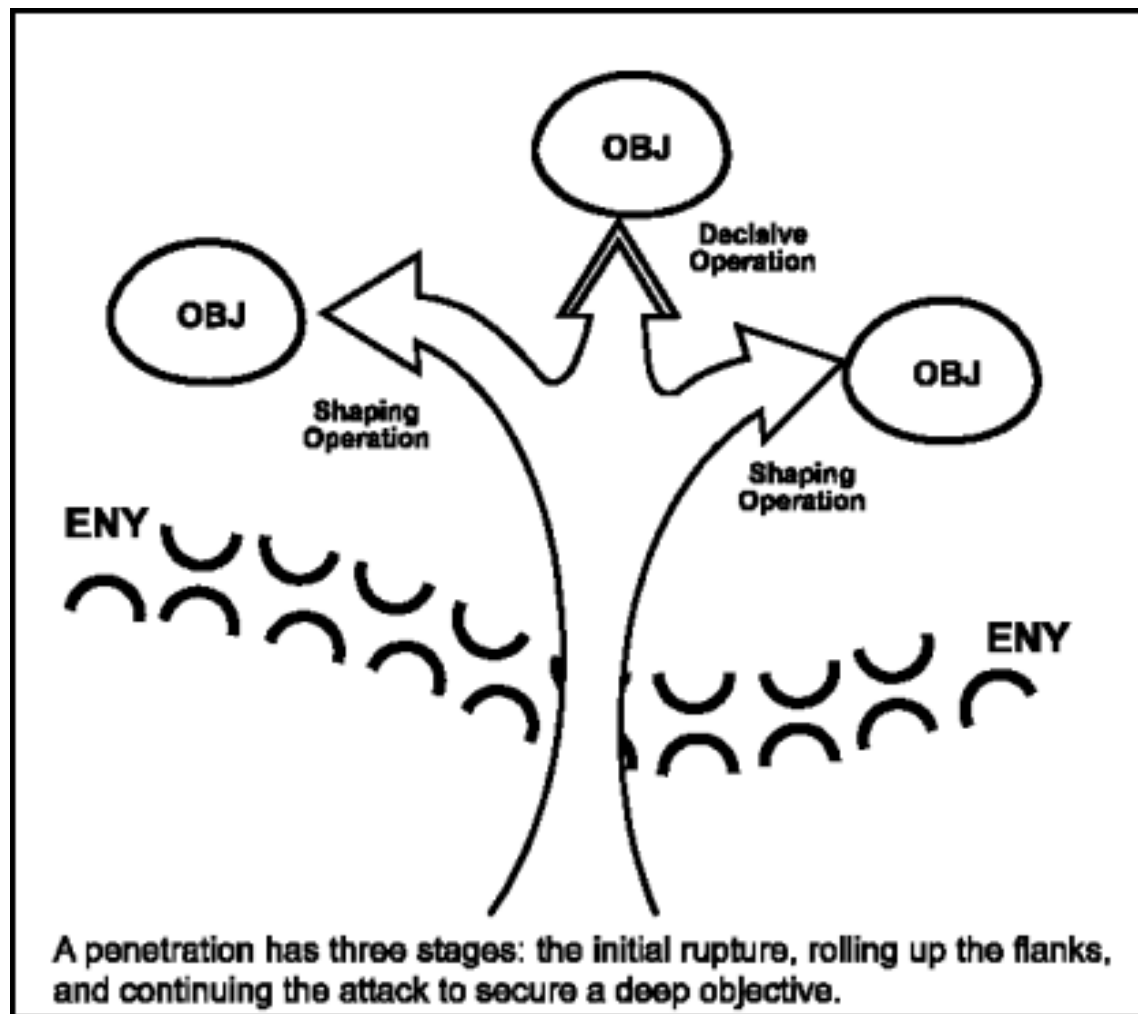
FM 3-0, para. 7-

# INFILTRATION



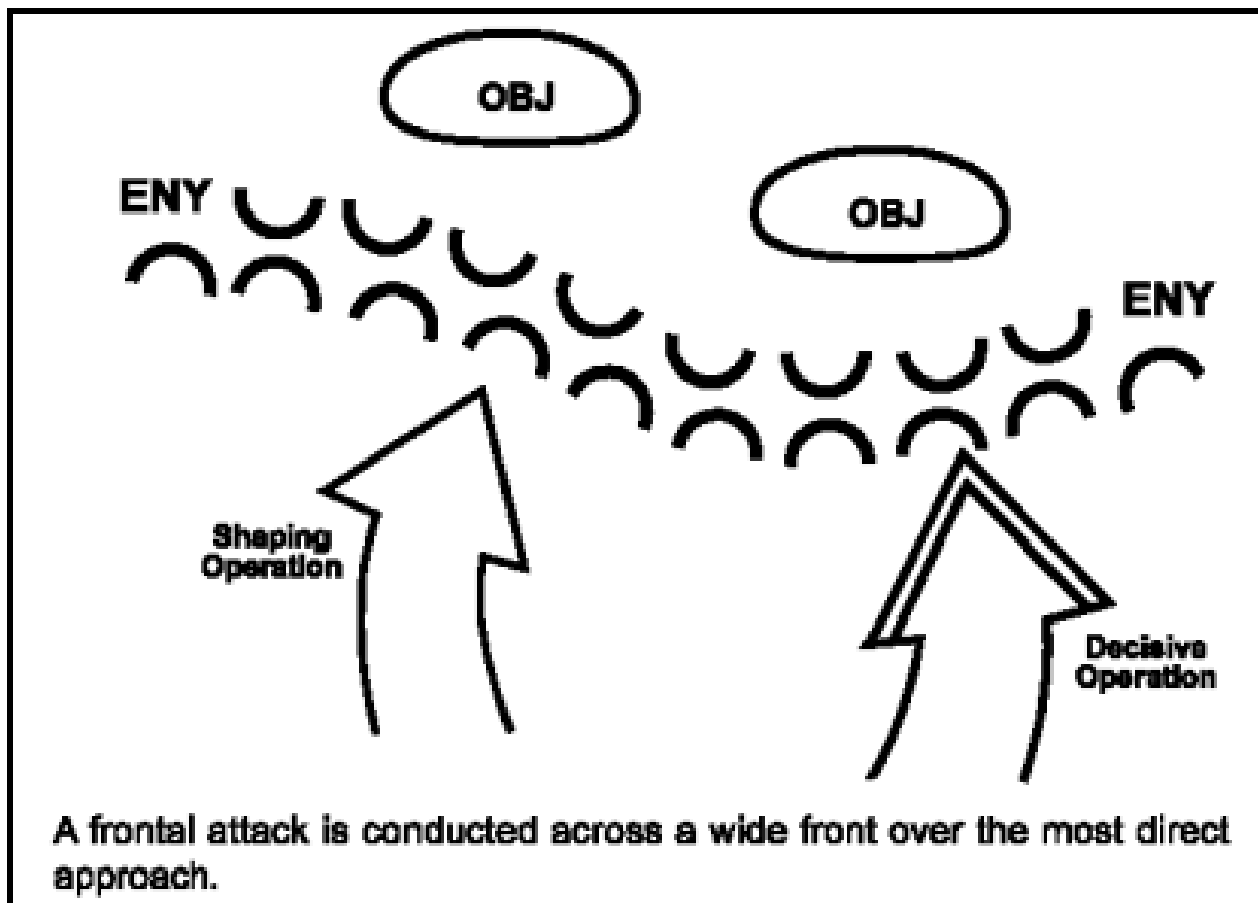
**FM 3-0, para. 7-**

# PENETRATION



**FM 3-0, para. 7-**

# FRONTAL ATTACK



**FM 3-0, para. 7-**

# **BRIGADE / BATTALION**

## **FORMATIONS**

### **FORMATIONS**

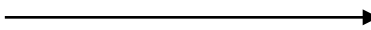
### **TECHNIQUES**

**Column**



**Traveling**

**Vee**



**Traveling Overwatch**

**Line**

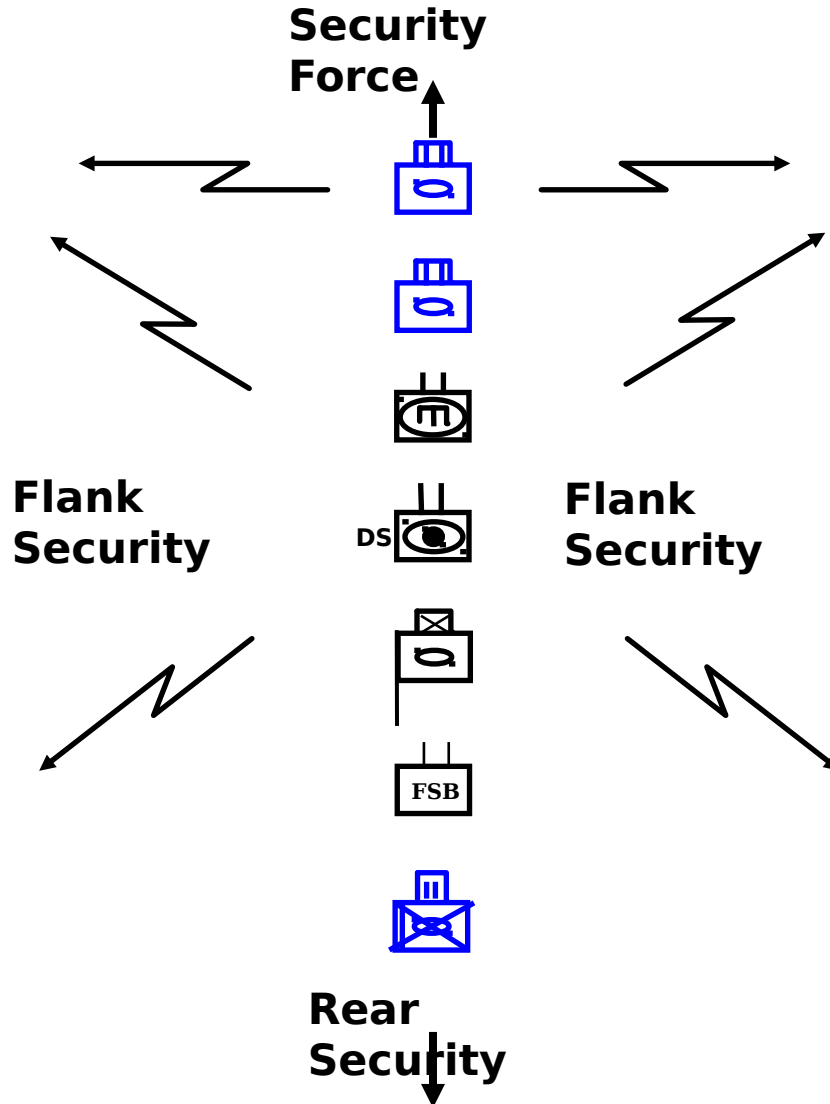


**Bounding Overwatch**

**Box**

**Wedge**

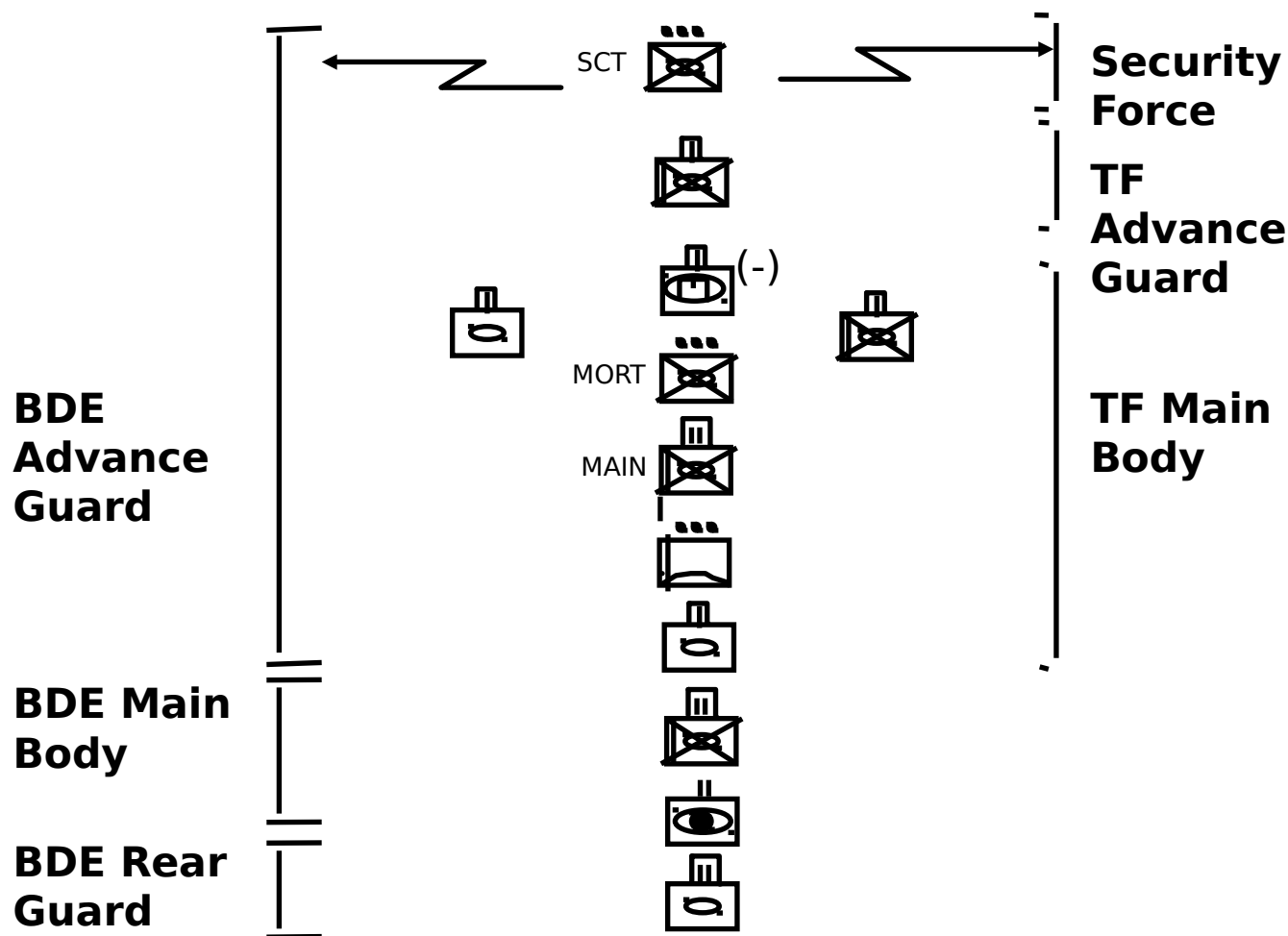
# BRIGADE IN COLUMN



# BN/TF MOVEMENT TO CONTACT AS

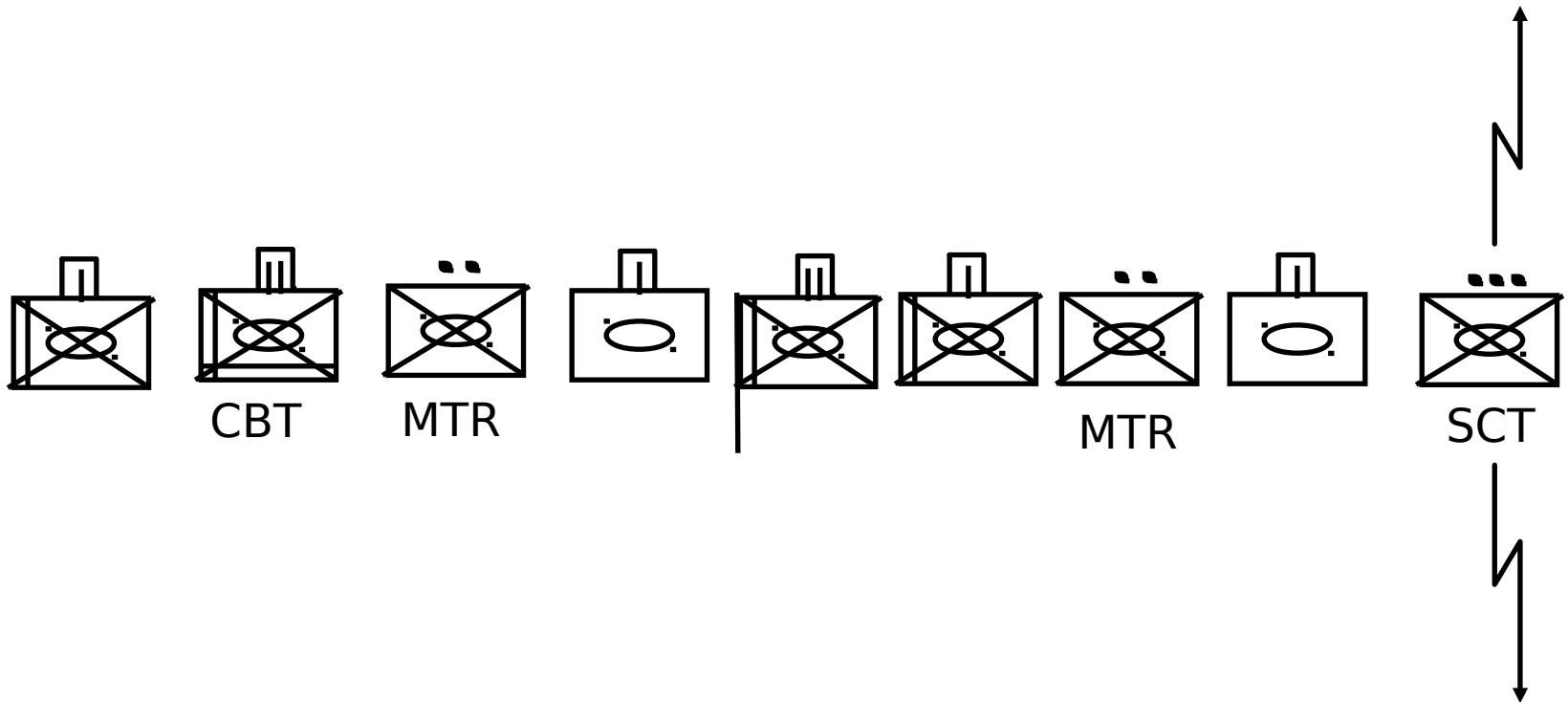
## PART

### OF A BRIGADE ATTACK



# BATTALION

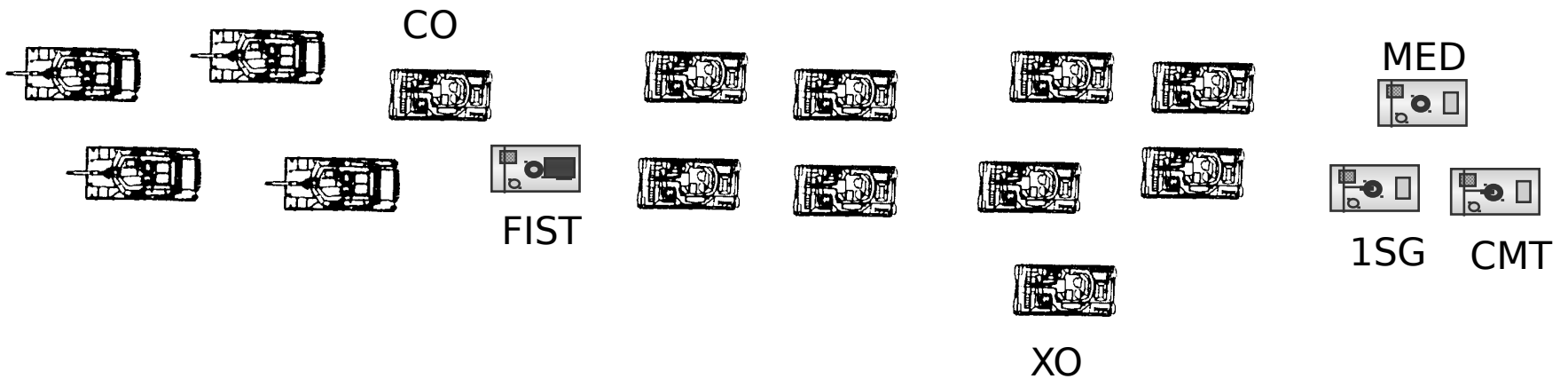
# COLUMN



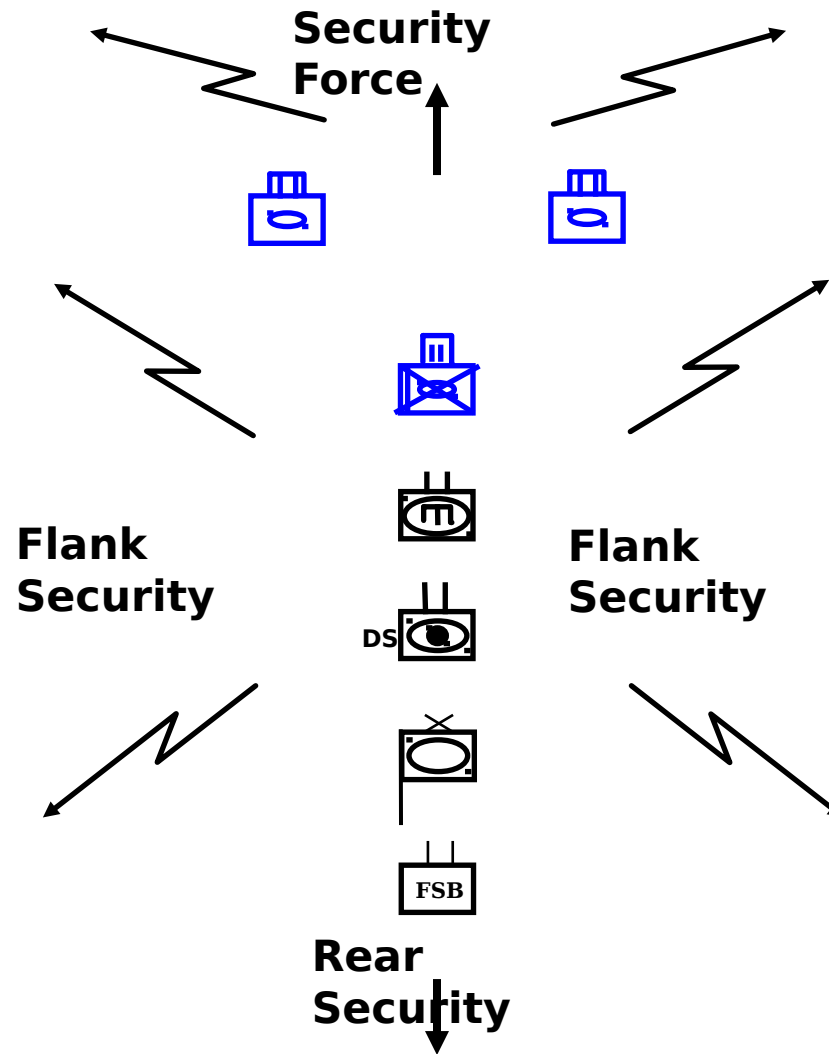


# COMPANY

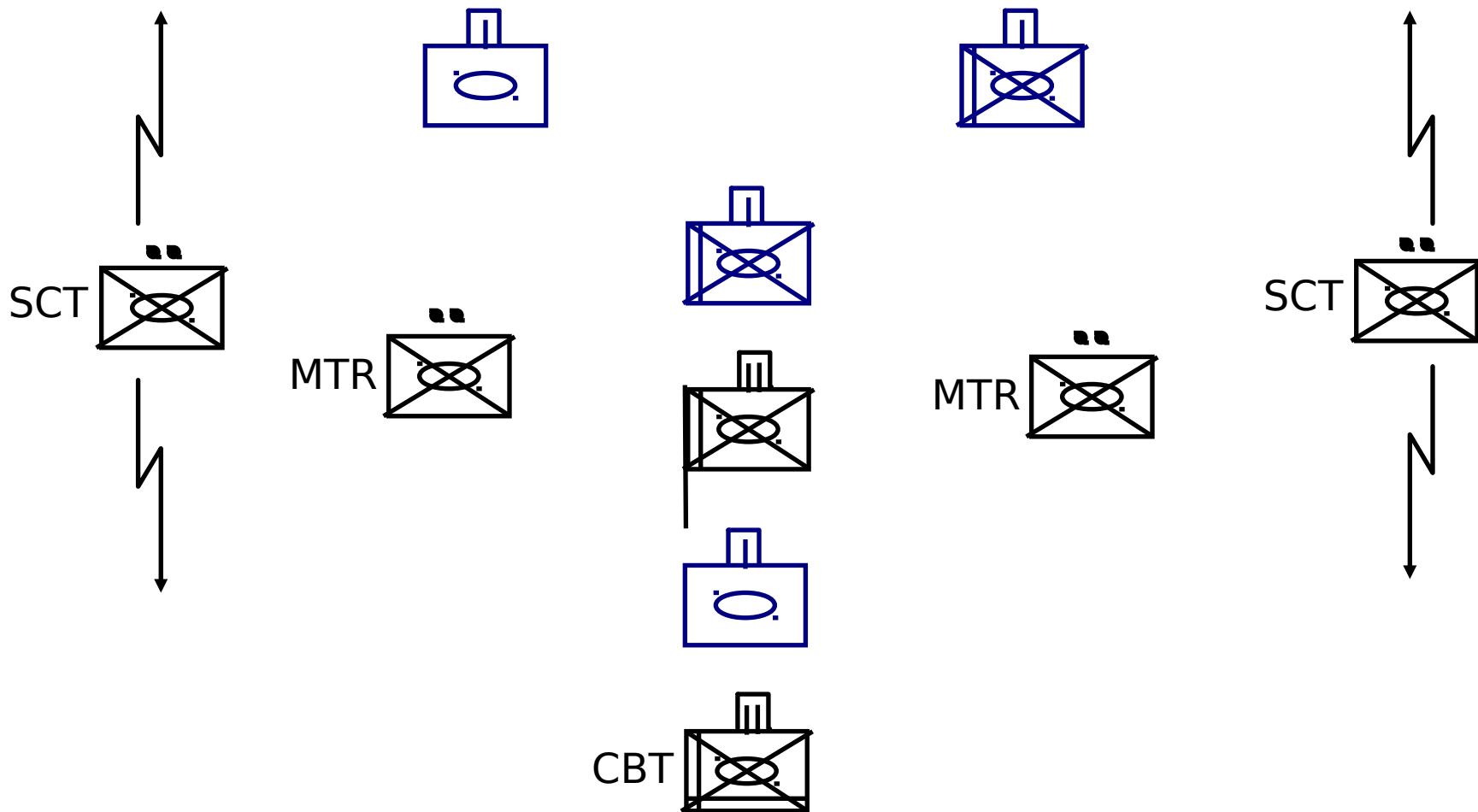
# COLUMN



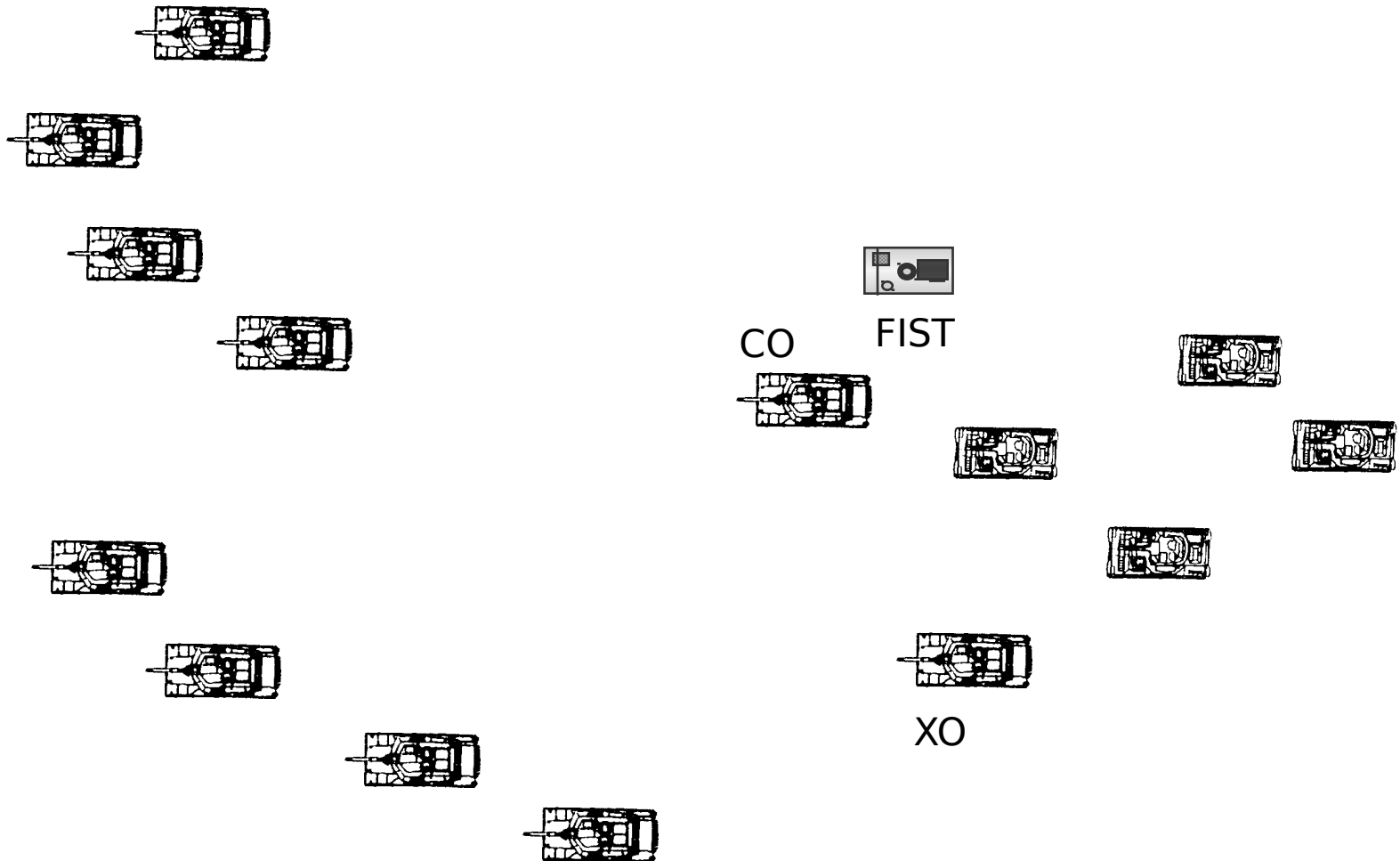
# BRIGADE VEE



# BATTALION VEE

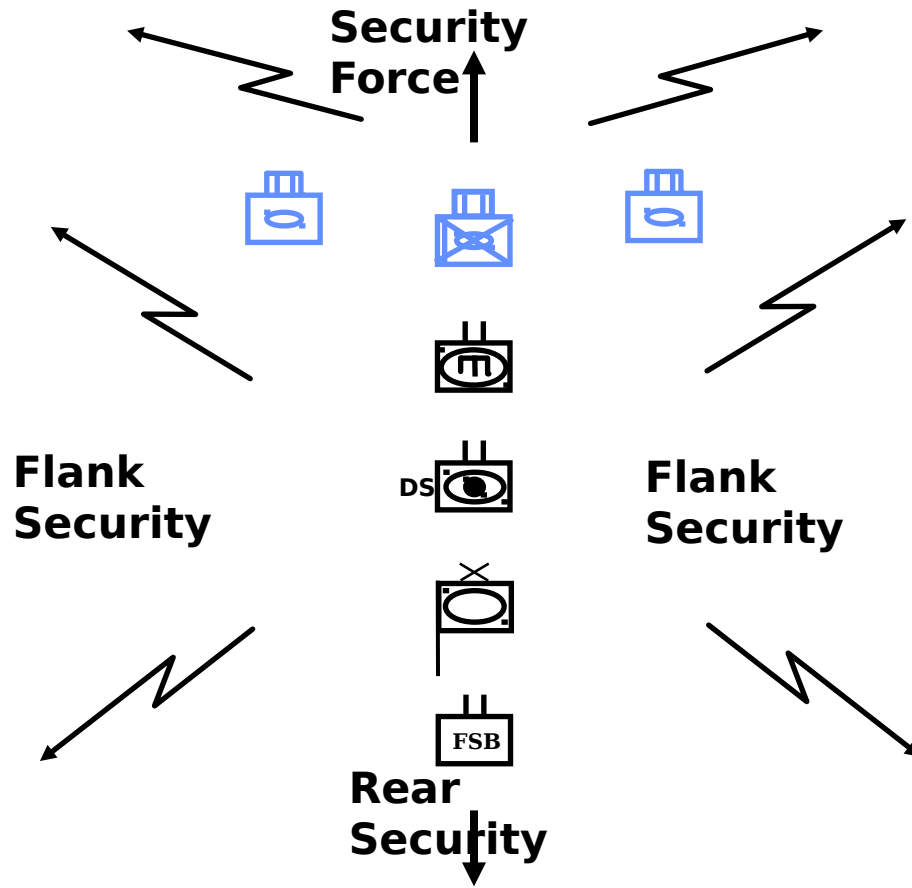


# COMPANY VEE

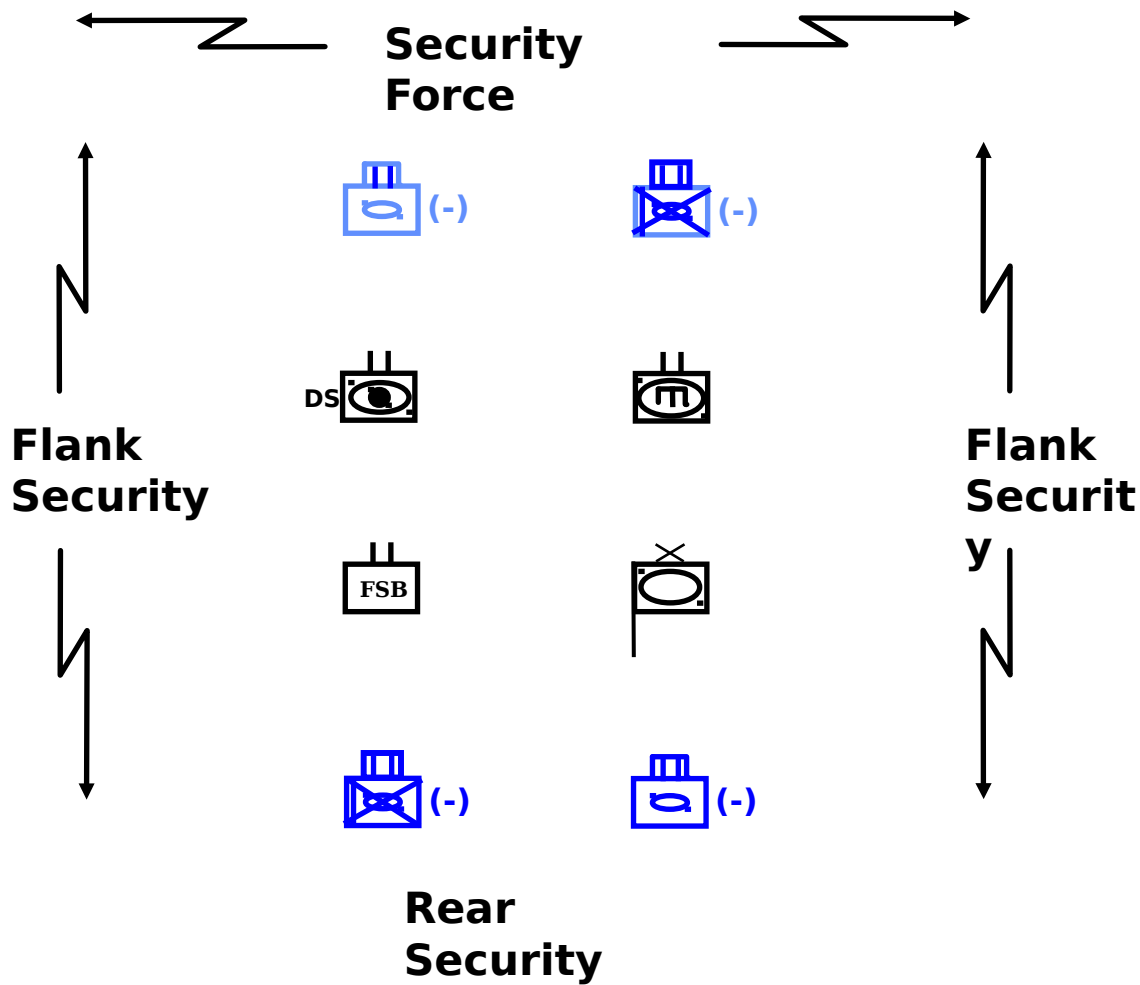


# BRIGADE ON LINE

## WITHOUT A RESERVE

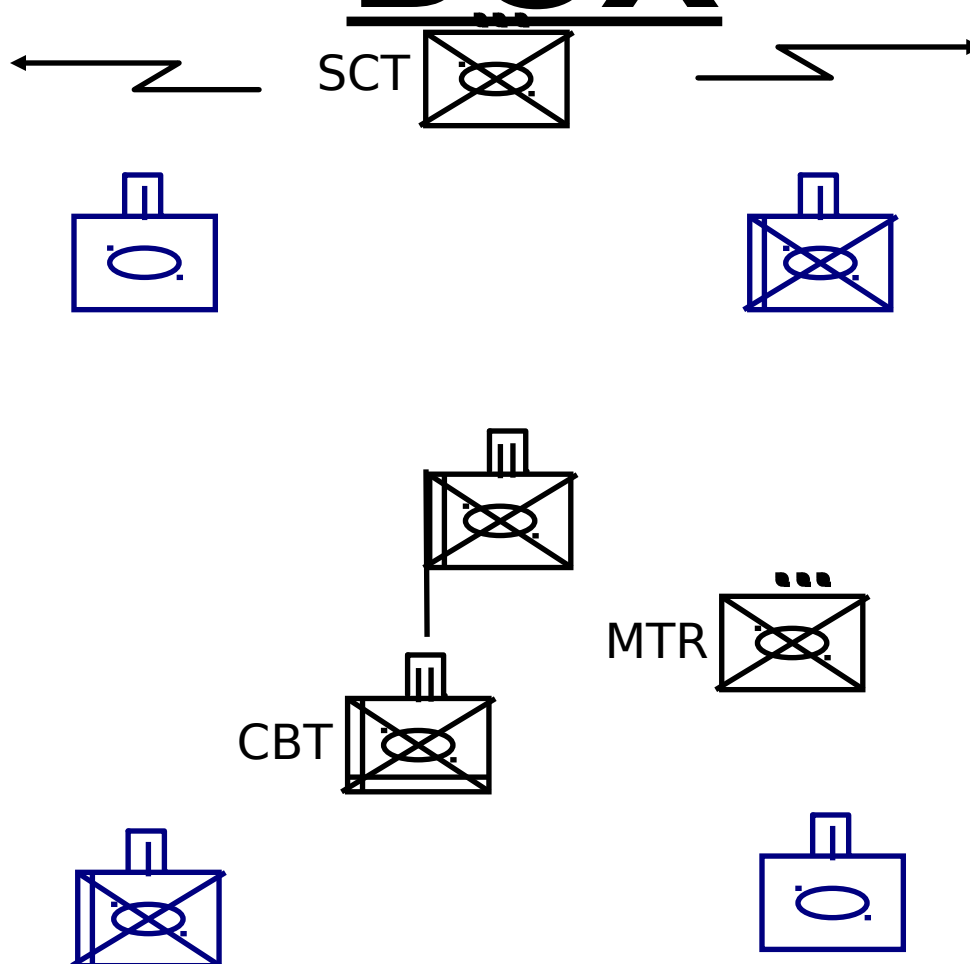


# BRIGADE BOX

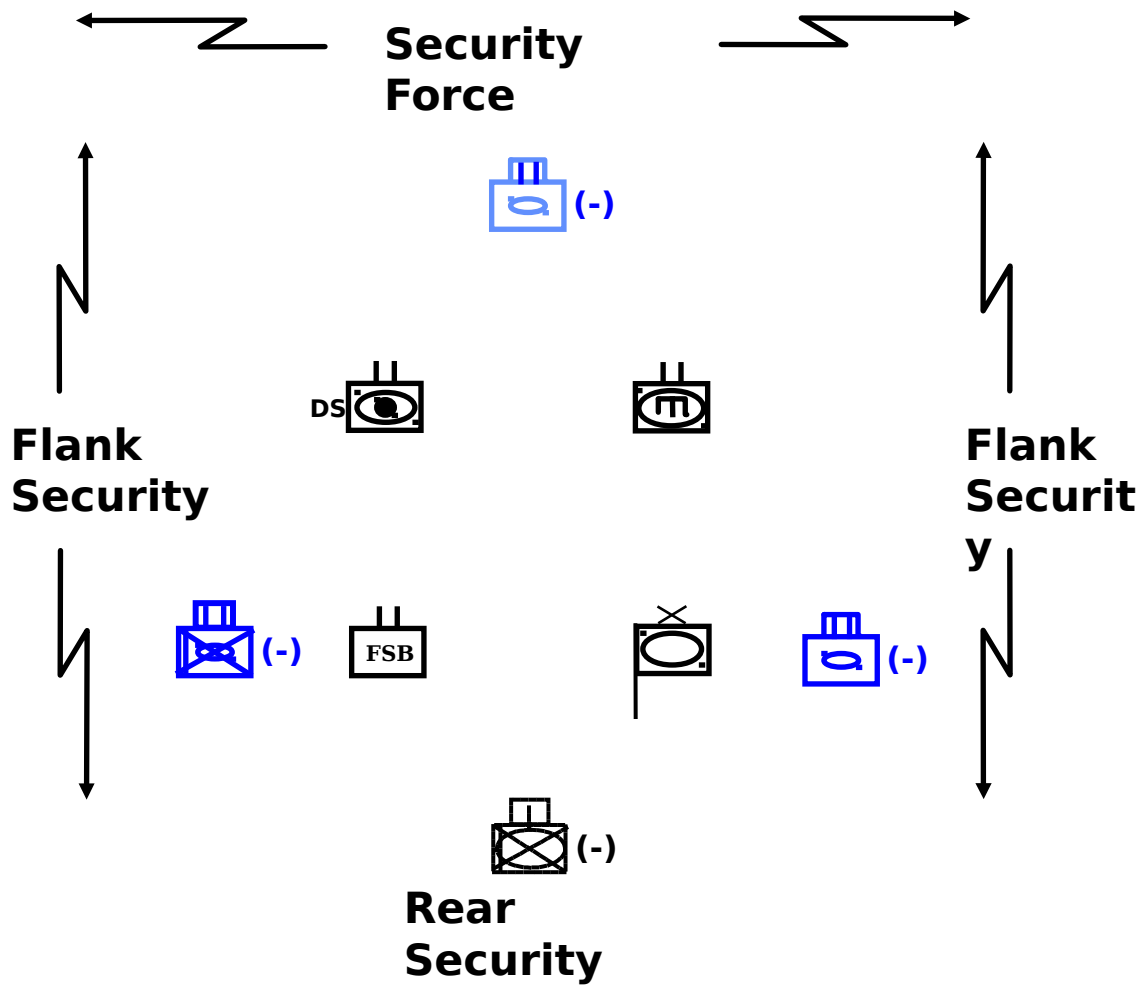


# BATTALION

## BOX

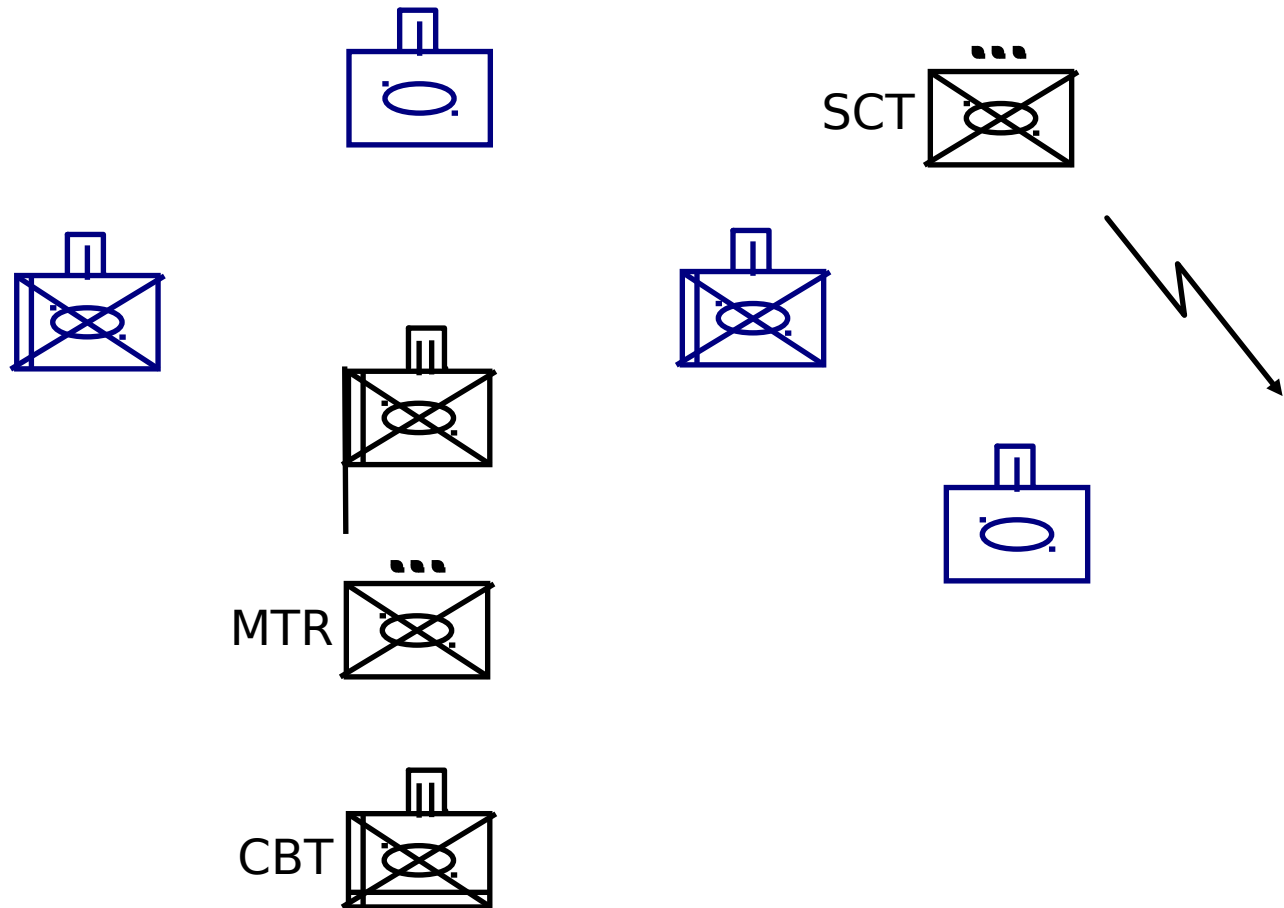


# BRIGADE WEDGE

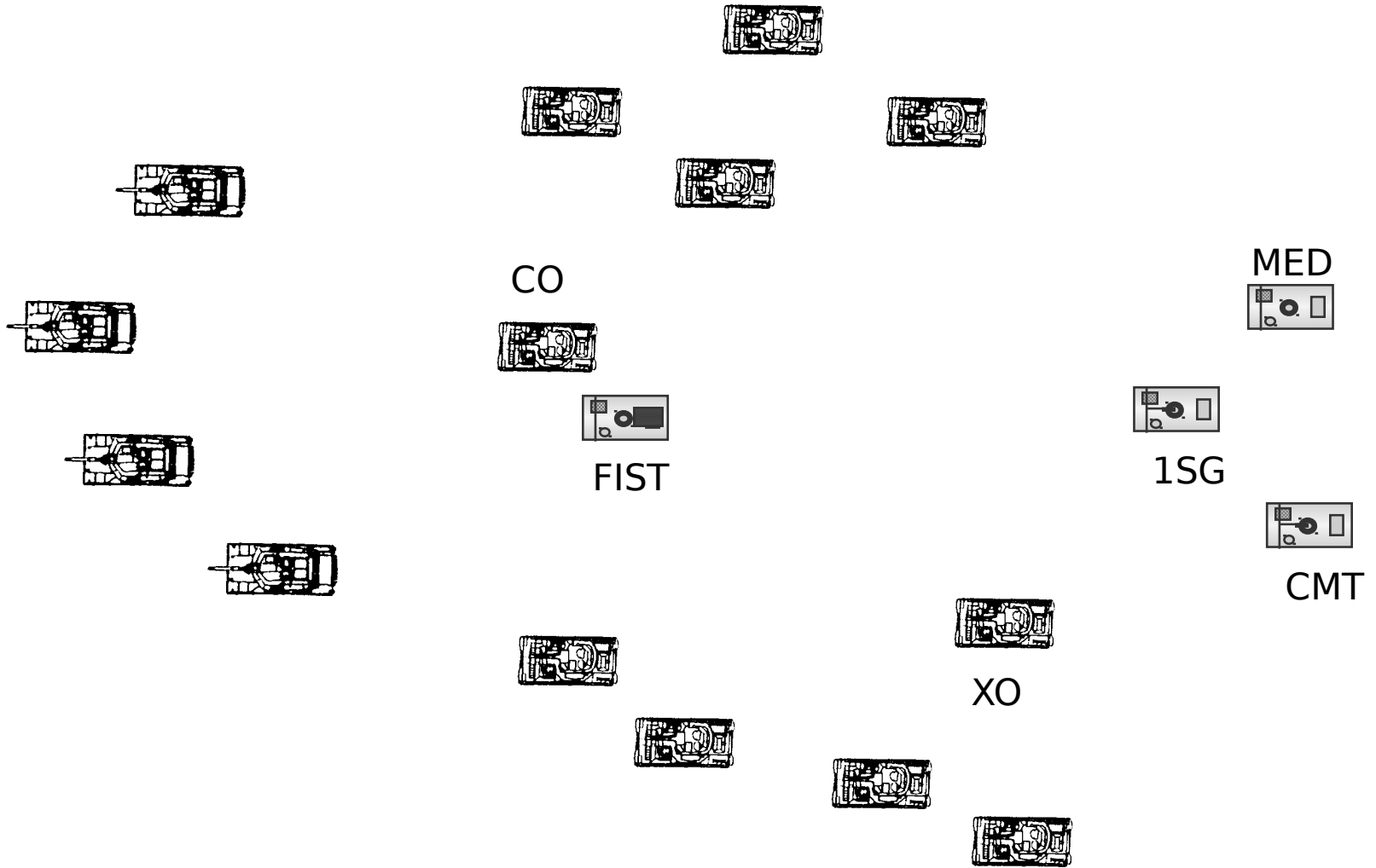




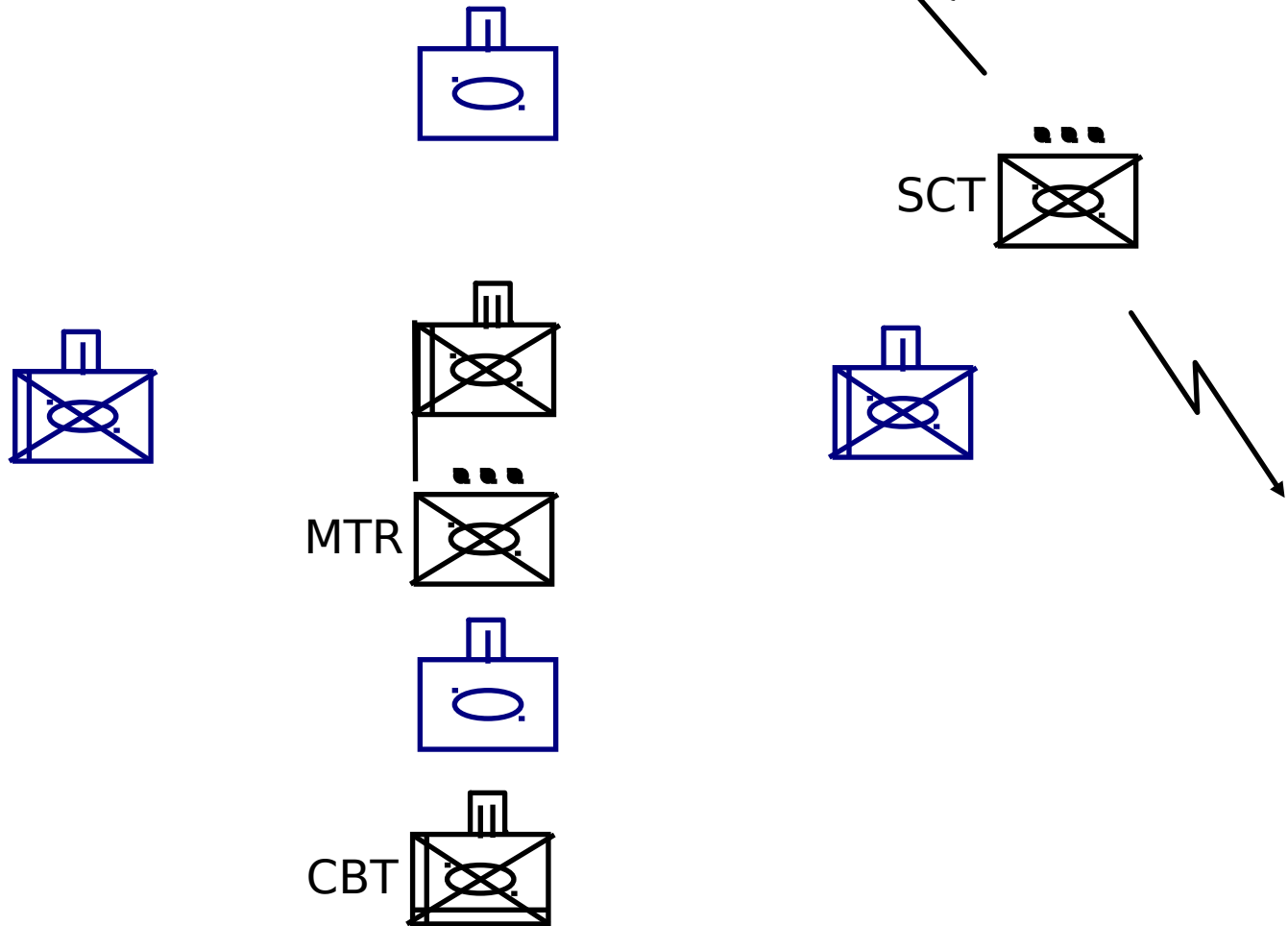
# BATTALION WEDGE



# COMPANY WEDGE



# BATTALION DIAMOND

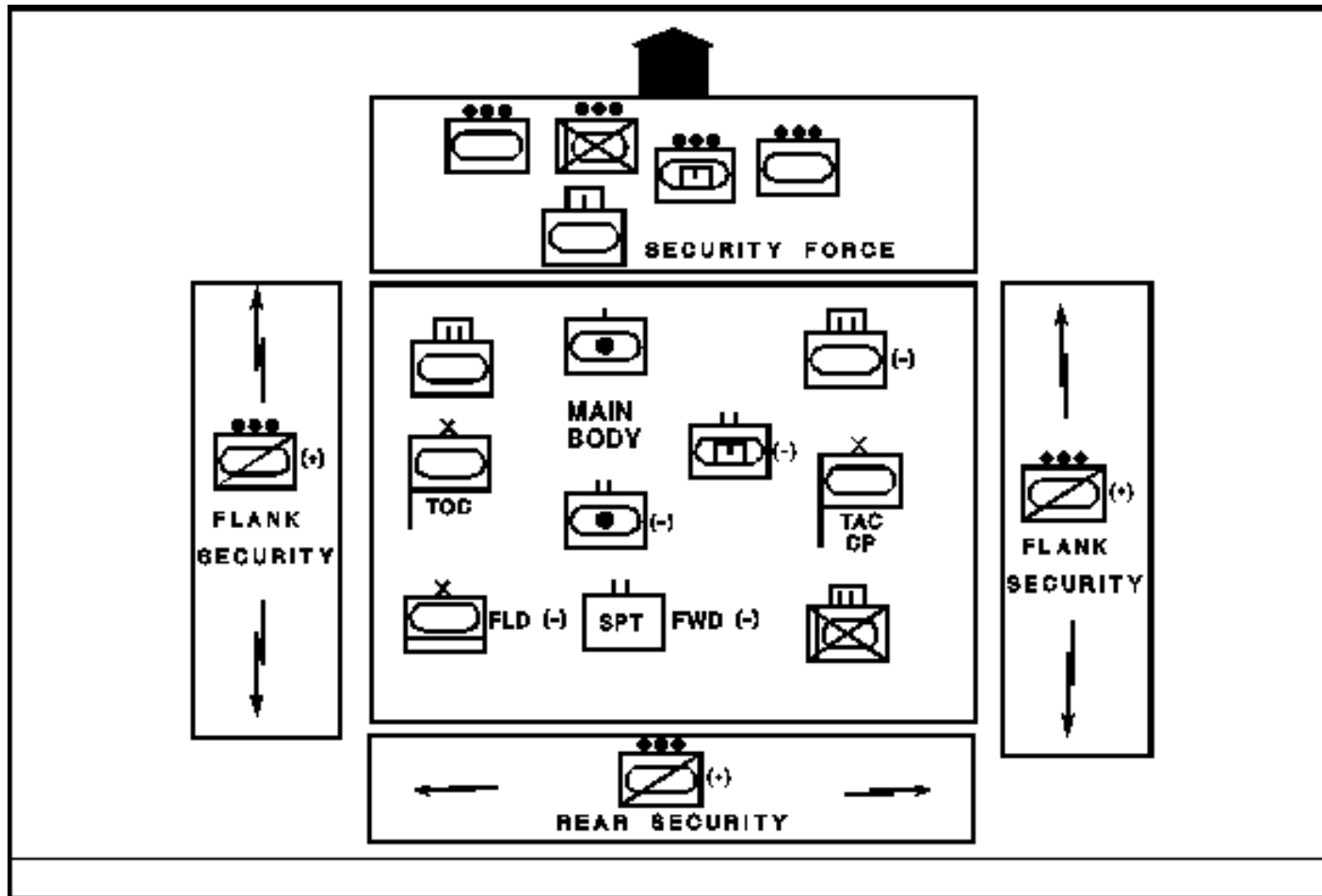


# TYPES OF OFFENSIVE OPERATIONS

- Movement to Contact**
- Attack**
- Exploitation**
- Pursuit**

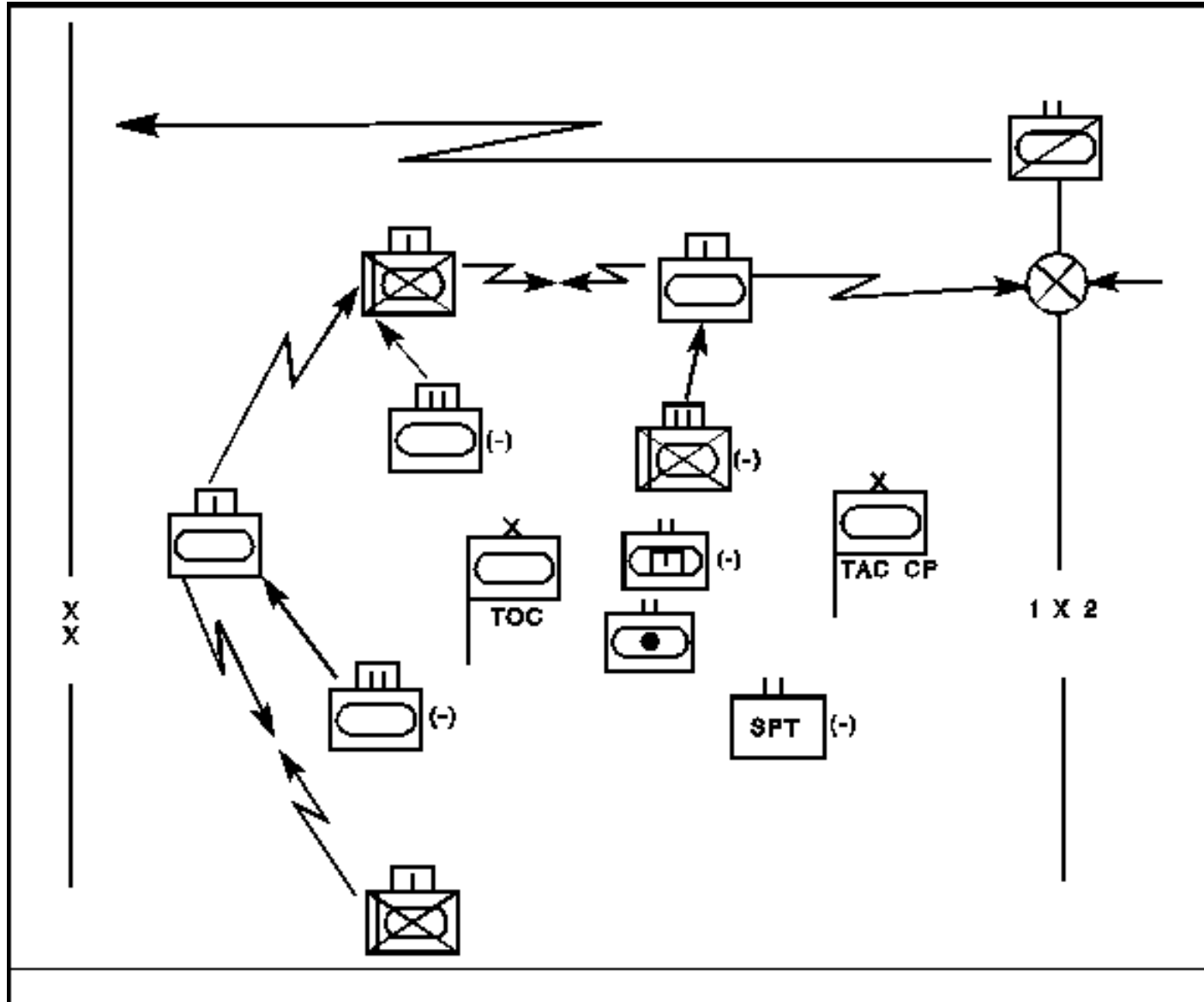
**FM 3-0, para. 7-42**

# BDE MOVEMENT TO CONTACT



# MOVEMENT TO CONTACT

## (BDE as part of Division Movement)



# **ATTACK**

- Hasty Attack
- Deliberate Attack
- Feint
- Raid
- Demonstration

# BREACHING FUNDAMENTAL S

**S**uppress

**O**bscure

**S**ecure

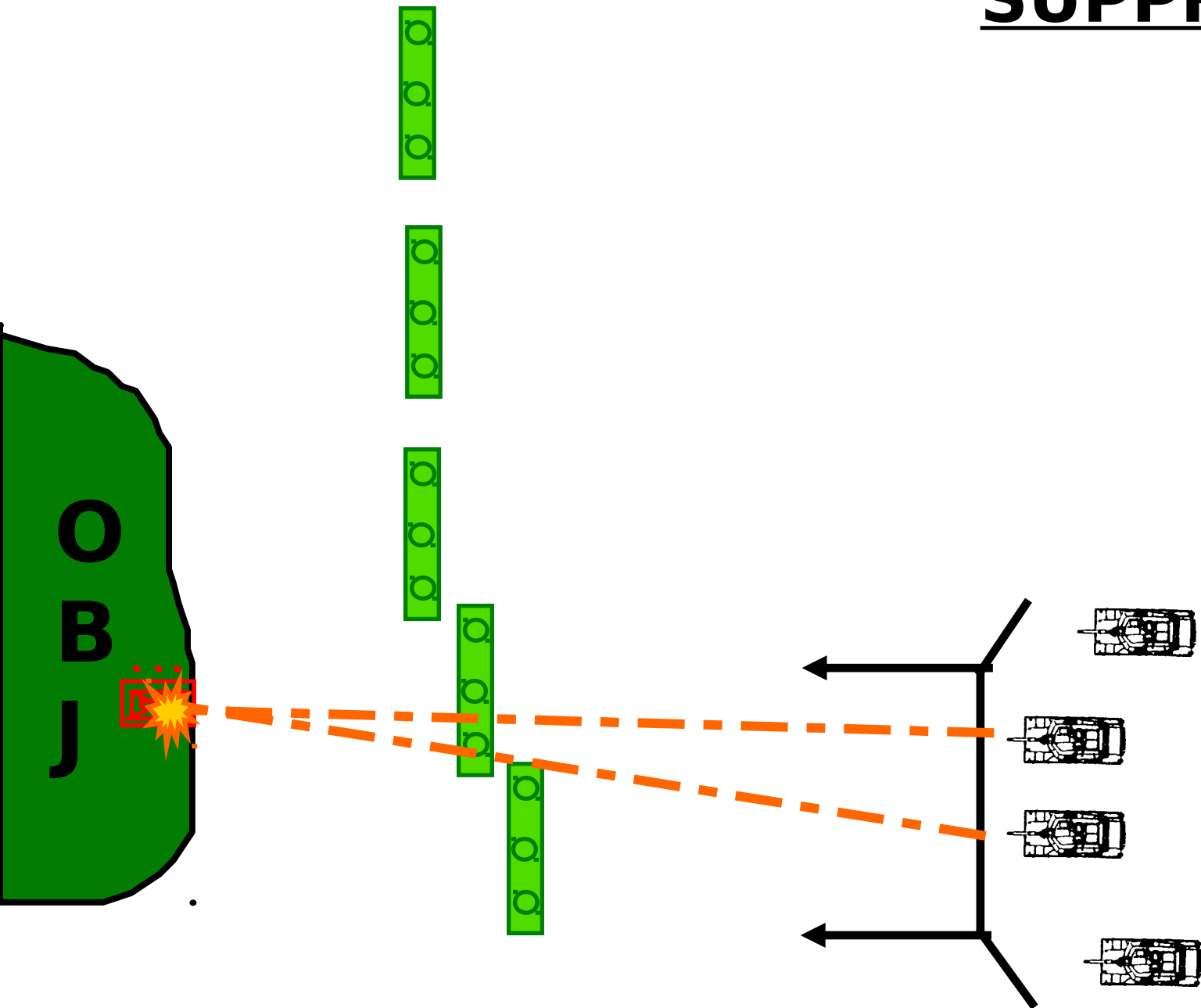
**R**educe



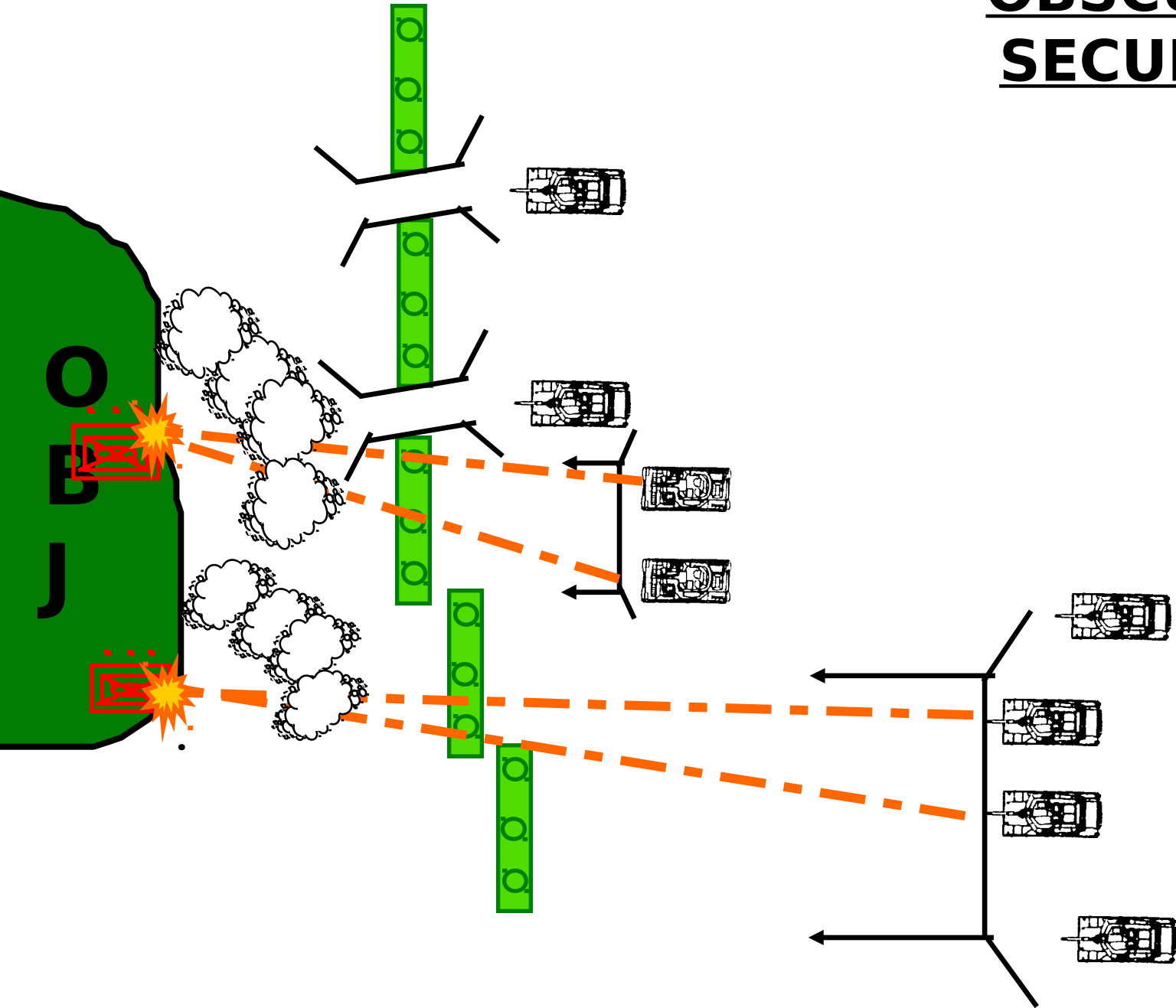
# **BREACHING** **ORGANIZATION**

- **Support Force**
- **Breach Force**
- **Assault Force**

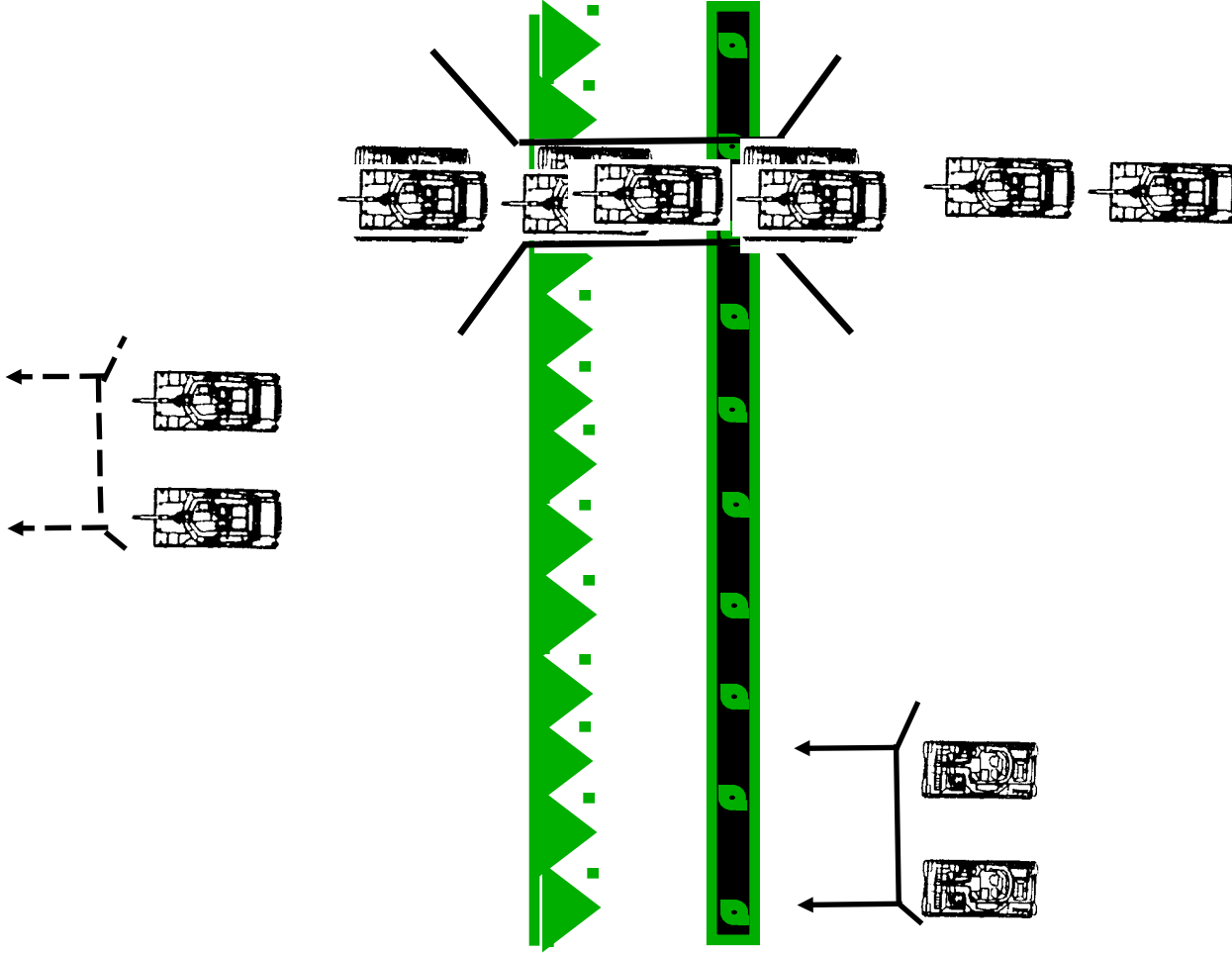
**SUPPRESS**



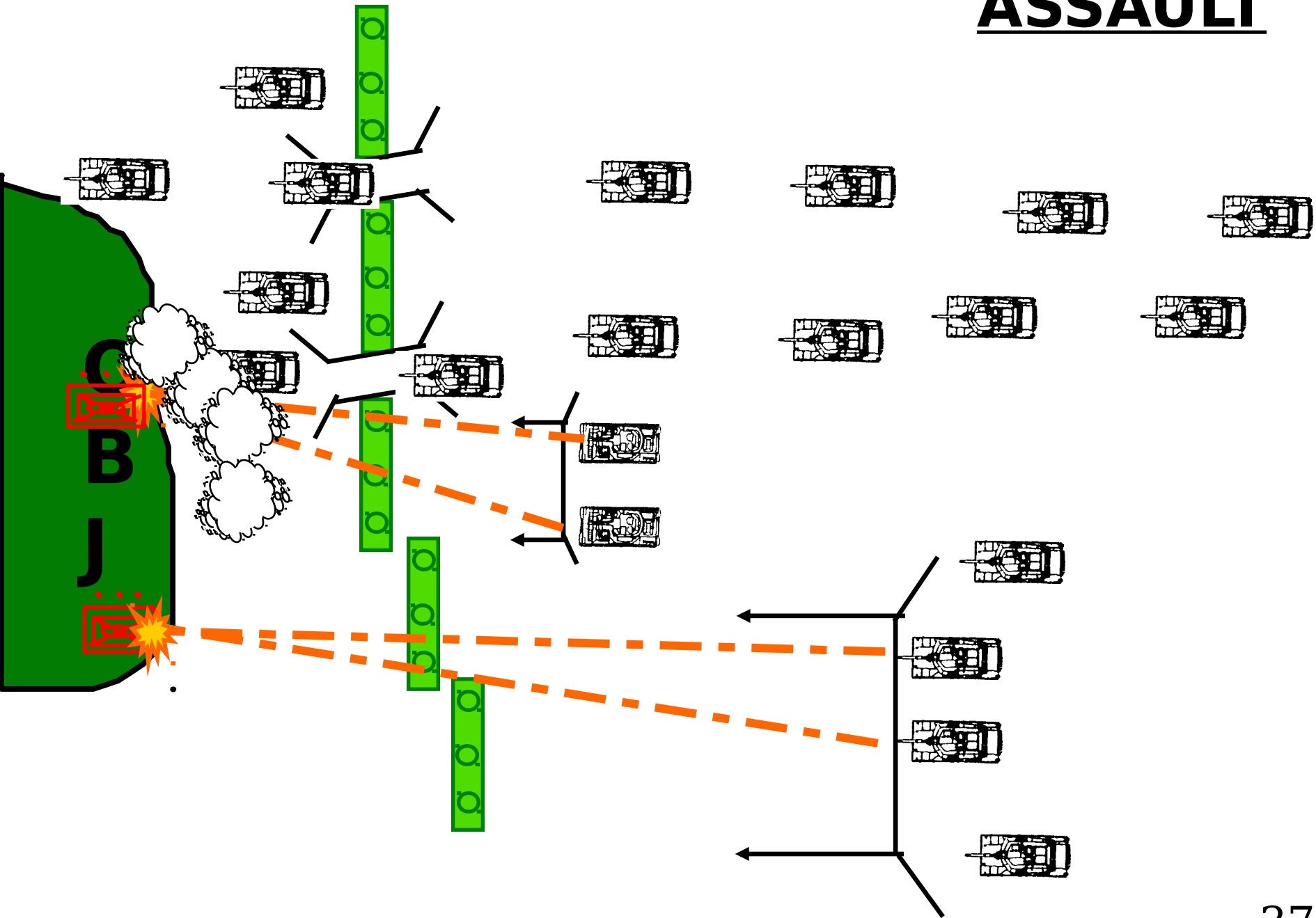
# OBSCURE SECURE



## REDUCE



# ASSAULT



# **THE EXPLOITATION**

- Normally follows a successful attack
- Takes advantage of a weakened or collapsed enemy defense
- Purpose:
  - Prevent reconstitution of enemy defenses
  - Prevent enemy withdrawal
  - Secure deep objectives
  - Destroy command and control facilities and enemy forces
- Avoids enemy resistance when possible

# THE PURSUIT

- Normally follows a successful exploitation
- Function is to complete the destruction of the enemy's main force
- Does not avoid enemy contact
- May advance to a physical objective
- Ordered when the enemy can no longer maintain its position and tries to escape
- Maintains unrelenting pressure on the enemy